SNS-SC-USA-3

SimCity®

Dr. Wright's Urban Planning Guide

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SIMCITY™

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DEMO (LITION)

Welcome to SimCity. My name is Dr. Wright, and I will be your guide and teacher as you set out to create bustling cities or sprawling urban wastelands. As mayor, the choice is yours. Let's start off by destroying Tokyo. Studies show that nine out of ten new mayors begin their careers with a frenzy of destruction, using monsters, earthquakes and other disasters to reduce their cities to rubble. After that's out of your system, we'll move on to the real challenge of building a thriving metropolis. If you want to skip the rubble, turn to page 6.

HOW TO BEGIN THE DESTRUCTION OF TOKYO

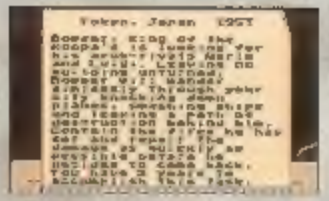
Insert the Game Pak, turn on the power, and push START at the title screen.

Move cursor arrow to SCENARIO and push START.

Move highlighted box to Tokyo 1961 and push B.

THE KING COMES

As you can see from the telefax message, Bowser, the King of the Koopas, is on his way to stomp Tokyo. What, you were expecting a giant lizard? Now, if you push the B Button you'll see Tokyo BK—Before Koopa!



TAKE A QUICK TOUR OF TOKYO

Use the Control Pad while holding down the B Button to scroll all over the map and see what Tokyo is supposed to look like. Soon, thanks to you, the city will look more like a footprint.

Here we see the Imperial Palace, but not for long.

The airport is about to be closed, permanently.

WHAT'S ON THE MAP

A residential area.

Industrial factories.

Commercial shops.

When you look at Tokyo, you see many structures. There are stadiums, police stations and public buildings, but also places where people live, work and shop.

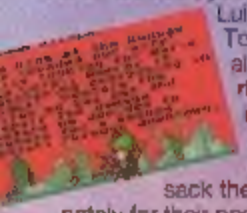
MORE INFO

The submenus have information in many forms including maps and graphs. They also allow you to control game options like how fast time passes or how much money you want to spend on fire protection every year. None!

Move the cursor to one of the symbols on the green top bar, then push A to access a submenu.

HEEEERE'S BOWSER!

Well, this is what you asked for. Bowser is on the loose, stomping, smashing, ripping down power lines, starting fires, tearing up roads and railroads and generally doing everything possible to make life about as comfortable as a bed of spikes. I can hardly bear to watch. And although you can't see them, the SimCitizens are in the streets, screaming and running around like ants. After all, they didn't elect their mayor to use the city as an experiment in terror. As for Bowser, you can hear him roaring in anger, unable to find Mario and Luigi, which isn't surprising since they live in Brooklyn, not Tokyo. Listen closely and you'll also hear explosions as factories catch fire. Now here's an interesting fact. According to my statistics, over half of all mayors regret the decision to sack their cities, but fortunately for their peace of mind the guilt lasts only 2.6 seconds on average.



HOW TO SAVE THE CITY FROM YOURSELF

Some mayors, having brought down rampage and ruin on their cities, attempt to make amends; that is to say, they try to fix everything. My advice is not to wreck it in the first place, but nobody ever listens to intelligent advice these days. Still, if you want to put the pieces back together, you can do so using the Edit Icons, which are the little pictures on the left side of the screen. Using the icon that looks like power lines, you can reconnect power to buildings where a ϟ symbol indicates loss of electricity. Move the cursor over the icon using the Control Pad, then push Ⓓ. The icon is now highlighted. Now move the cursor over the map until an edge of the cursor box touches the edge of a powerless building. Push Ⓓ and a section of power line is built, costing you $5. Build power lines from the disconnected building to a building with power. After a few moments, you'll see that both buildings have power. Rebuild roads, airports, etc. the same way.

The damage looks too severe for recovery.

But with a little patience, the city is reborn.

MONSTERS ARE NOT ENOUGH?

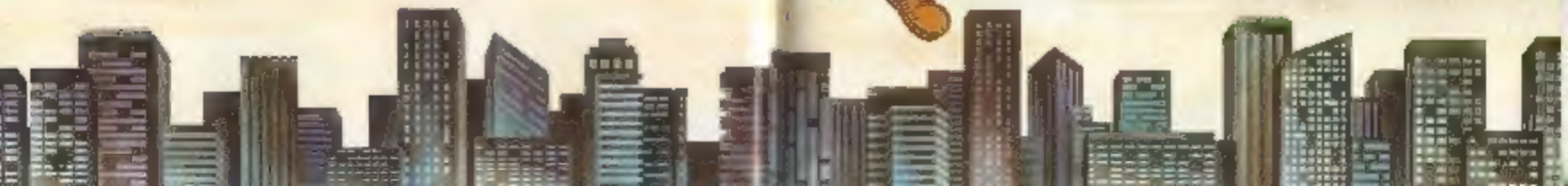
Another curious fact about SimCity mayors is that one disaster is never enough. The reasoning goes something like this: "Gee, that monster was great, but there must be half a dozen buildings still standing. I wonder what it would take to destroy EVERYTHING?!" In their infinite wisdom, the designers of SimCity included six fun-filled ways to wreak havoc on your hapless population: fires, monsters, floods, tornados, earthquakes and plane wrecks. To activate some or (better yet) all of them, move the cursor to the green bar at the top of the screen. Now the box becomes a hand. Move the hand so it points at the footprint and push Ⓑ. Simply point at the disaster(s) of your choice and push Ⓑ to activate it (them).

THERE'S SO MUCH MORE

Destroying cities can be habit forming, but most mayors soon find it is more of a challenge, and just as much fun, to build cities and make them work. SimCity lets you do it all. You can create your own city from scratch or solve the problems of real cities ravaged by disasters. The following chapters take you step-by-step through the creation of a practice city, explaining how to build everything from power stations to booming commercial districts. If you listen closely and take my advice (since I have spent years researching every aspect of SimCity, whereas you have only destroyed Tokyo) chances are you will become one of the greatest mayors of all time.

The joys of demolishing a city are many, but to create a bustling metropolis is true bliss

Believe it or not, disasters aren't the end of the world, or a city. Witness Tokyo AK—After Koopa!



STAGE 1: VILLAGE

WHAT IS A SIMCITY?

A SimCity is a "simulated" city. Almost everything that happens in a real city happens in SimCity, too: buildings are built, traffic gets jammed and people complain about taxes. As years pass, stores become skyscrapers and workshops become factories. It looks as if the city has a life of its own, but as mayor, it's your job to make it grow. Graphs and maps help you pinpoint trouble areas, then roll up your sleeves and start bulldozing and building. The main goal is to build a Megalopolis with half a million SimCitizens. There are also Scenarios where you solve the problems of existing cities. This manual shows you how to operate all the features of SimCity. It also guides you step by step through the Practice City from Village level to Metropolis so you can learn the basics as well as advanced strategies.

SIMCITY CONTROLS

Control Pad
Moves the cursor around the screen or menus.

SELECT
Jumps cursor to the left side bar or back to the Map of the city.

START
Activates some menu options and jumps cursor to the menu icons at the top of the screen.

X Button
Hides or displays the side bar and top bar, closes menus or returns to previous menus.

Y & A Buttons
Use while pushing the Control Pad to scroll rapidly over the Map of the city.

B Button
Chooses icons or menu options and build selected structures and zones on the Landform.

STARTING UP

Let's get started with our Practice City. Insert the Game Pak in the Super NES Control Deck and turn on the power. At the title screen, push Start or B. The Main Menu appears with three options. Move the cursor with the Control Pad to the Practice City option, and push B. The telefax message says your goal is to build a city of 30,000 people. Now push B to begin the game.

WHAT DO YOU SEE?

The area where you build is the Landform. Right now you see only blue water, brown fields and green forests, which change with the seasons. The Practice City Landform is a small island, but there are 1000 challenging Landforms to choose from when you start a new city.

STARTING IN REGULAR MODE

First, choose Create New City from the main menu. Now select a Landform. Use the map displayed by pointing at OK and pushing B, or point at NEXT and OK to see the next map. You can also choose a Landform by number using the counter arrows at the bottom of the screen. Enter the name of your city on the following screen. Next pick one of the three game levels and verify that everything is okay. Push B and the game begins.

LET'S BREAK GROUND

POWER TO THE PEOPLE

No one wants to move to a town without power, so to get started you need to build a Power Plant. Build either a nuclear plant ($5000 and nonpolluting) or a coal power plant ($3000 and highly polluting) which you connect to the Zones with Power Lines. Zones without power display a blinking symbol. A Zone placed beside a powered Zone doesn't need Power Lines.

STEP-BY-STEP

Move the cursor to the Nuclear Power icon. Push B to select it. Move the cursor over the Landform and a box appears indicating the space needed to build the Power Plant. Build it at the location shown below by pressing B. Now build an Industrial Zone using the same steps. Finally, choose the Power Line icon and build Power Lines between the Power Plant and Industrial Zone.

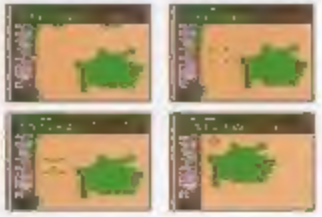
Place the Power Plant here.

Build an Industrial Zone here.

Connect them with Power Lines.

BUILDING WITH ICONS

Your city is built using the 16 icons on the left side of the screen. Each icon represents a Zone or city facility such as a Stadium that you can place on the Landform. To use the Build icons, move the cursor to the left side bar or push SELECT. Point the cursor (now a hand) at the icon you want and push B. The cursor becomes a box the size of the object you will build. When the cursor is over the spot you want to build, press B to create the object. Construction costs appear below the icons and are deducted automatically from your cash on hand.



UNDERSTANDING ZONES

Zones are areas designated for Industrial, Commercial or Residential development. As mayor, you decide where to place these Zones at a cost of $100 each. You won't actually build factories, stores or houses. SimCitizens do that if the Zones are attractive. Some of the things that make Zones attractive include access to roads and power connections. Over time, Zones develop, which means SimCitizens might build bigger buildings or factories on them. Buildings can also get smaller if conditions go sour, for instance, if pollution gets too high.

STEP-BY-STEP

Let's build a Residential Zone where people can live and a Commercial Zone where they can shop. Move the cursor to the Residential Zone icon and push B. Build the Residential Zone in the location shown. Now choose the Commercial Zone icon and build that Zone as indicated. Connect the new Zones with Power Lines as shown. (Note: If the Budget Window pops up, move the cursor to OK and push B.)

Build your new Zones as shown.

Connect both Zones with Power Lines.

THE LAY OF THE LAND

When you first begin a new city, take a minute to survey the Landform you have chosen before building. For instance, you don't want to build an expensive Power Plant and later find that you have to bulldoze it. A little preplanning goes a long way. As you scroll over the Landform, note potential sites for Industrial and Residential Zones. Take a look at the rivers, lakes, and forests to see where Zones can fit together without wasting space.

BUILDING ROADS

Cities need transportation systems so people can get from their homes to their place of work and to other places like shops. In fact, if a Zone does not have a section of Road or Rail touching it, it won't develop. Roads cost $10 per section to build ($20 over water), but to maintain them you'll have to pay an additional amount every year depending on how many sections of Road you've built.

STEP-BY-STEP

In your growing village, you'll need a Road connecting the three existing Zones. To build a section of Road, move the cursor to the Road icon ▬ on the left side bar and push Ⓑ. Now position the small cursor box over the spot where you want the Road and push Ⓑ again. The Road appears. Follow the example shown in the photos for completing your Road and notice that the Road touches all three Zones.

HELP FROM DR. WRIGHT

Dr. Wright is the leading expert on SimCity and he likes to help whenever he can. Sometimes he pops onto the screen to give you a message or warning. It's a good idea to listen. To clear the message off the screen, just push Ⓐ. If you need advice, move the cursor to the Dr. Wright icon on the top bar and push Ⓑ.

ESSENTIAL SERVICES

In real cities, people demand protection from crime and fire, so they hire a police force and firemen. SimCity is no different. Police Stations reduce crime in the neighborhoods and Fire Stations put out nearby fires. Without these services, crime runs rampant and the town might burn down. Each station costs $500 and requires yearly funding to keep it operational.

STEP-BY-STEP

Let's begin by building a Police Station. Move the cursor to the Police icon ★ on the left side bar and push Ⓑ. Move the cursor box over the Landform and push Ⓑ to build the station as shown in the photo. Do the same thing using the Fire Station icon. Since you placed the stations next to powered Zones, you won't have to connect them with Power Lines, but you might want to add a road.

USING THE INFORMATION MENU

For useful information about your city, go to the Information Menu icon on the top bar and push Ⓑ. A submenu appears with eight choices. The submenus are explained individually in this manual. For now, let's take a look at Police Coverage. Move the cursor to the Map icon and push Ⓑ, then go to the Government Services icon. Now choose the Police Coverage icon ★ to bring up the Police Coverage map. Interpret the map using the color scale to the right.

CITY ATTRACTIONS

If all your city had was factories, shops and houses, it would be a pretty boring place. SimCitizens are party animals. They like to spend time in the park, at the ballgame or throwing money away in casinos. Parks are a great deal at $10, and they help raise Land Values and reduce crime (more on this later.) You won't need to build a stadium until your village gets much bigger. Casinos are just one of many Gifts you can receive and give to your city later in the game.

THE WRIGHT FILES: PINEAWAY

Pineaway, Wisconsin was once a bustling city on the Muckluck River. Forests and parks were everywhere and the air was fresh. Today, ten years after Mayor Sawyer ignored my advice and decided it was more important to clear the land for industry, the trees are gone and there isn't any new industry. Crime and pollution levels are so high that no one but mutant super heroes want to move there. Even worse, Land Values have fallen like a rock, which means the city collects fewer tax dollars so the roads are beginning to decay. Pretty soon, Pineaway will simply pine away.

Years ago Pineaway was green and happy.

Today, Pineaway is becoming a ghost town.

MONEY MATTERS

Cities (and SimCities) live on money, both collecting it and spending it. Money is used for building and maintaining Roads and Railroads and to hire Policemen and Firemen. Zoning land also costs money, as does building a Sea Port or Stadium. With all this money being spent, cities need a lot of money coming in. Much of it comes from taxes. In SimCity, your taxes are based on population and Land Value. A large population living on valuable property will pay the most tax dollars, so these are two of your goals—getting a big population and keeping Land Value high. Later in the game, you can supplement your taxes with income from entertainment sources like the Casino or Amusement Park.

Taxes and funding rates can be raised or lowered.

If a Build icon appears grey, it means you don't have enough money to build the item.

LEVELS OF DIFFICULTY

When starting a new game using the Start New City option of the Main Menu, you'll have a choice of difficulty levels. On the Easy Level, you'll begin with $20,000 and it will be easy to get businesses and people to move into your city. The Medium Level starts you off with $10,000 and people will be more reluctant to move. On the Hard Level, you begin with only $5,000 and it will be difficult to encourage people to become citizens.

TOP BAR OPTIONS

The green top bar consists of eight different icons which control different aspects of the game. Access a menu in the top bar by pushing START, then move the cursor over the appropriate icon and push A. For more detailed information on the use of many of the options listed below, refer to the index.

GAME SPEED

You can choose one of three game speeds or Pause. The speed determines how fast time flies.

AUTO OPTIONS

The four Auto Options include Auto Bulldoze, Auto Budget, Auto Goto and Background Music. Switch each one on or off.

DISASTERS

Inflict disasters on your city with the Disaster Menu: Fire, Flood, Plane Crash, Tornado, Earthquake, or Monster.

INFORMATION

Get information from maps, graphs, polls, and tables to help you plan your city's growth. You also control your budget from here.

LOAD/SAVE

Use the Load and Save commands to bring up an existing city or to save the city you're currently working on.

DR. WRIGHT

Dr. Wright is there to give you advice, warnings and encouragement, but doesn't always give you exactly what you want to know.

INSPECT

With the Inspect Option, a circle appears over the Landform in which you can read the development level of a Zone.

GOTO

Goto allows you to fly quickly to the scene of an accident or disaster. A warning message lets you know when a disaster occurs.

VOICE OF THE PEOPLE

Vital information about the state of your city can be seen on the Voice Screen in the Information Menu. Go to the top bar and choose the Information icon, then choose the Voice icon. A screen showing the date and city evaluation appears. The screen is divided into the four categories described below. The information helps you make decisions such as what problem to tackle first.

POLLS & GOALS

POPULARITY

Your overall popularity is shown as a percentage of the city's voters. Yes indicates popularity. No indicates unhappy voters. The higher the Yes percentage, the better.

WORST PROBLEMS

The worst problems currently facing your city according to the voters are shown as percentages. Here, a high percentage means that the problem is greater. You should try to correct problems with percentages over 20%.

POPULATION

Here you see how many people live in your city and how many people either moved in or moved out during the past year. If people are moving out, you have a problem. Land Value and stage of development are also shown.

GAME SCORE

The computer automatically rates your performance on a scale of 0 to 1000. If the annual rate of change is a positive number, it means you are doing well. Try to achieve a score of 700 or higher.

Go to the Info Menu.

Open the Voice Screen.

Evaluate your performance.

The Graph Screen in the Information Menu is the best way to check on how your decisions affect the city over time. Bring up the Graph Screen by going to the Information icon on the top bar and then selecting the Graph icon. The six icons below the graph are used to bring up graphs for each subject. They are shown below and can be toggled on and off by pointing and pushing Ⓑ. The two icons on the right draw the graph for either the last 10 years or the last 120 years. Graph information is valuable because you can see if your decisions are having the desired effects. For instance, if you have a high crime rate and decide to build new Police Stations, several years later the graph will show how the crime rate dropped.

You can bring up one graph or all of them for comparison.

Residential Shows development of R Zones.

Commercial Shows development of C Zones.

Industrial Shows development of I Zones.

Pollution Shows pollution increases or decreases.

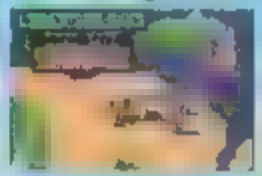
Land Values Shows growth of land value.

Crime Shows levels of crime growth.

SimCity has a built-in battery that allows you to save two different cities. Those cities can be of your own design, or they can be either the Practice City or Scenario cities. When you bring up the Load/Save Menu, you'll see four options: Load, Save, Go To Menu, and End. The Go To Menu will take you to the Main Menu. End will end the game. Both ask if you want to save your current game before either going to the Main Menu or ending the game session. Choose Yes if you want to save the game or No if you don't.

HOW TO SAVE YOUR CITY

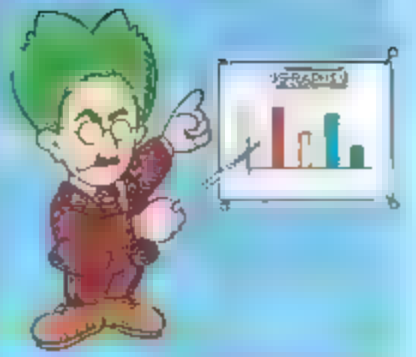
To save your current city, bring up the Load/Save Menu and move the cursor to Save. Now push Ⓑ. A second window appears that asks if you want to save the city in position 1 or 2. Choose the save location by using the cursor and pushing Ⓑ. The date and name of the city appears in the chosen position and a message indicates the game is saved.



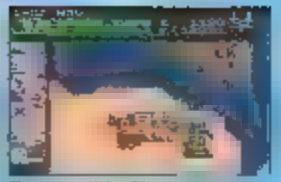
HOW TO LOAD A CITY

To load a city that was saved previously, bring up the Load/Save Menu and move the cursor to Load. Now push Ⓑ. A second window appears that asks which city you want to load. Choose the city from one of the two locations by using the cursor and pushing Ⓑ. The chosen city automatically loads.

The second level of city development is the Town with a population of between 2,000 and 10,000 people. Your Practice City is now at Village level but it will soon become a Town. Reaching the higher levels of city development—City, Capital, Metropolis and Megalopolis—takes a little more work. You'll have to make efficient use of the Landform and deal with many problems, including possible disasters that can wipe out a city. This chapter gets you up and growing, plus you'll learn about Parks, Gifts, and much more.

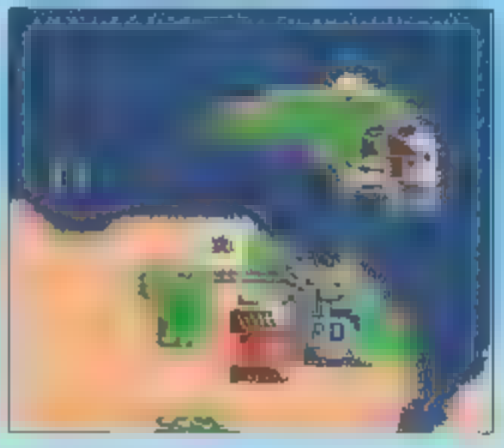


The RCI Meter in the upper right corner of the screen stands for Residential, Commercial, Industrial. The colored bars above or below the RCI represent your city's requirements for each type of Zone. If the Residential (Red) bar is above the RCI, then you probably need to create new Residential Zones. If the red bar is below the RCI, you already have enough Residential Zones, at least for now. By building new Zones when the need is indicated by the RCI meter, you can balance growth so your city has the right types of Zones to expand. The RCI meter doesn't react instantly to changes, and it doesn't say how many new Zones to make. That is up to you.



To grow, this village needs more Zones of every type.

THE PRACTICE CITY SO FAR



GOALS OF THE GAME

SimCity doesn't have one goal like defeating an evil dragon. The main goal is to build a Megalopolis of a half million people, but you can set other goals, too. For instance, you might try to build a city of 100,000 without bulldozing any forest. Or you could try to reach Metropolis in twenty years of game time. The choice is yours. You don't even need to have a goal. Some mayors just like dealing with problems as they occur.

[illegible]

For your Village to grow, you'll need to provide new industrial jobs. Once land is Zoned for industrial use, chances are a small factory will be built very quickly. That factory needs workers and those workers will move to your city, helping it grow. Later, if conditions are good, larger factories employing more people will be built. (See page 80 for a chart of Zone Development.) Before placing new Industrial Zones, give some thought to where they should go. You wouldn't want to place them next to a Residential Zone, because the pollution and crime that exist near Industrial Zones would keep the Residential Zone from developing. You don't want to build Industrial Zones far away either, due to the extra cost of Roads and Power Lines. The best plan is to group Industrial Zones near each other, leaving some open areas to keep pollution levels low.

STEP-BY-STEP

Using the method of creating Zones described on page ten, create two new Industrial Zones as shown in the pictures below. Placing the new Zones near the Police Station will help keep the crime rate low. Make sure power is connected and that you build Roads so both Zones have access. Very soon your Village will become a Town.

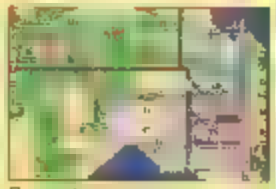
It's time to build new Zones.

These are prime locations.

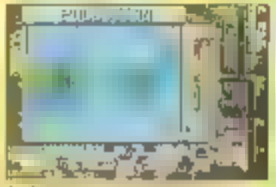
The RCI now shows low industrial need.

THE WRIGHT FILES: PIGIRON

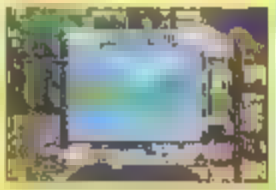
Pigiron, PA wasn't always an industrial wasteland with pollution so thick you can stab it with a fork and criminals under every rock. One hundred years ago it was a well balanced community of homes, shops and industry. Then one day Mayor Gil Eyesore returned from a trip to a widget factory. He was a changed man. He had a vision of Pigiron becoming the widget capital of the world! As a result, he zoned every available piece of land for industrial use. He practically spent all the money he had, but he figured that industries and people would soon flock to Pigiron and begin manufacturing widgets. Industry moved in and the skies darkened. Then crime raised its ugly head and Pigiron soon led the nation in the rate of stolen Nintendo Power Magazines. Even worse, as far as Mayor Eyesore was concerned, was that none of those dozens of new factories manufactured widgets. He left public life a crushed and widgetless husk of a mayor.



Pigiron becomes an industrial city.

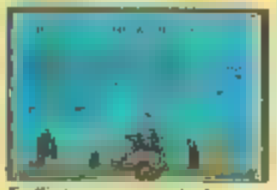


Industry brings crime and pollution.



Land values and the tax base are low.

Pigiron needs a major clean-up.



Traffic jams are constant.

When you create new Industrial Zones, you also create more jobs. Some people live in Industrial Zones, but if you want your city to grow, you must also add Residential Zones. In fact, for every Industrial or Commercial Zone you build, you should also build a Residential Zone. The best place for Residential Zones is where the Land Values are high. People who move into those Zones pay more taxes to the city. Since Land values are high along the waterfront, that's a good place to build. Zone development begins with single-family houses and progresses to larger apartments and condominiums if conditions are good. Good conditions include low crime and pollution, few traffic problems, and proximity to Commercial Zones and entertainment such as Amusement Parks.

STEP-BY-STEP

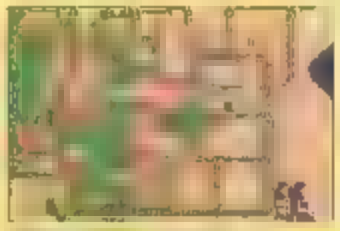
To determine how many new Residential Zones you need, calculate how many total Industrial and Commercial Zones you have. Right now, you have four, which means you need to build three additional Residential Zones. Use the directions on page ten for building new Zones and place the three new Residential Zones to the left of the existing Residential Zone. Make sure the new Zones have power and access to Roads. Whenever possible, new Zones should be built next to already existing Zones to save space and eliminate the need for Power Lines and extra Roads. Soon after building the new Zones, the RCI Meter will indicate less of a need for Residential Zones.

THE WRIGHT FILES:

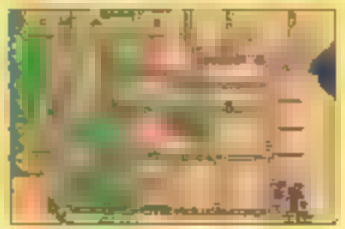
DOODLE

The suburban community of Doodle, Connecticut never adopted a zoning plan when it became a town. One night before the town even had a name, the new mayor unthinkingly made doodles all over the city map while talking to her brother on the phone. The next day, the crew that was building roads mistakenly used that map to layout the roads in town. The result was chaos. Roads looped and turned for no reason. Residential Zones were scattered and few were right next to each other, so miles of extra power lines had to be built. Traffic was horrible and Police and Fire protection was inefficient. Eventually the town stopped growing because the space between zones was not large enough for new zones to fit. Even the mayor gave up on Doodle and moved to New Hampshire.

Mistake #1: [illegible]



Mistake #2: [illegible]



Mistake #3: No easy access to industry

Mistake #4: No central commercial area

Due to the new Zones you just built, your city will reach a population of 2,000 (or Town level) very quickly. When it does, a message pops up indicating that you have received the first gift—Your House! Many new mayors place the mansion in grand isolation, like a castle overlooking the town. A better plan is to live near your voters. Residential Zones near your house develop quickly to high levels, which means more growth and more tax dollars.

STEP-BY-STEP

When the question mark, or Gift icon ?, at the bottom right of the side bar is highlighted, move the cursor to the icon and push B. A window appears showing Your House. Push B and position the cursor box where you want to build Your House. Make sure it is connected with power.

GIFTS AND HOW THEY APPEAR

Use Gifts Wisely

Gifts appear if a condition is met; for instance, the Fountain appears after 50 years. Some Gifts benefit the city by adding $100 each year to your income, but some may cause problems. The Casino increases crime as well as adding $100 income. Zones surrounding Gifts develop fast and usually reach high levels. See page 46 for more information on Gifts.

[illegible]L ZONES

With an increase in population from new industries and workers who have moved into the residential areas of your city, the demand for more Commercial Zones increases. Watch the RCI Meter to see the relationship between Zones. Demand for Commercial Zones always follows development of Industrial and Residential Zones. Commercial Zones in a real city include many types of businesses, from Mom and Pop groceries to stock markets. SimCity simulates the variety of businesses with different levels of growth. Commercial Zone development begins with small businesses, a single floor strip malls and reaches skyscrapers if conditions are good. The conditions for reaching those high levels include proximity to many Residential Zones and some Gifts, a high population and the presence of an Airport. Crime and pollution levels don't affect Commercial Zones as much as they affect Residential Zones.

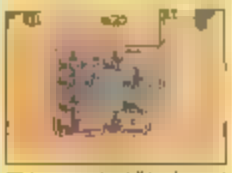
STEP-BY-STEP

Use the method described on page ten to build new Commercial Zones. For now, one new Commercial Zone placed just to the left of the existing Commercial Zone should be enough. At this stage of development, you need more Industrial Zones than Commercial Zones, but that will change. Make sure the Zone has access to a Road and power.

SimCity is a game of balance. When you add a new Zone, you change the conditions of the game. As more people move in, crime, traffic, unemployment and pollution may increase. One way to counteract the effects of growth is to build parks. Use the Park icon and the method for building described on page ten to create parkland of lawn and trees. The cost of $10 is a bargain. The benefits include reduced crime and pollution and increased land values. Create parks near the Industrial Zones and Residential Zones as shown in the photo. Parks don't require power or access to Roads. You should also add a new Residential Zone to balance the addition of the Commercial Zone you built earlier.

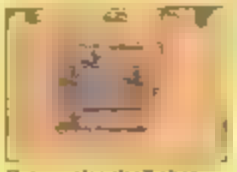
THE WRIGHT FILES: TOWER

Mayor Elmo Fogg of Tower, Nevada, treasured his sleepy desert town, becoming the Manhattan of the West. It didn't matter if Elmo's real estate didn't meet any of the conditions to support a thriving commercial center. Big business would come, he believed, if he zoned the desert for commerce instead of cactus. At first, several businesses did move in, but traffic became impossible and there were no new residential areas.



The mayor had big dreams.

Within a few years, almost all the new businesses had moved away, leaving empty lots for the coyotes and tumbleweed.

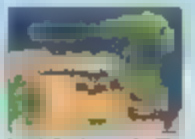


But coyotes don't shop.

By now you've probably noticed a number of messages that pop up on the screen warning of impending traffic problems and high crime rates. These messages don't always mean that the problem exists, but that the situation is getting worse. It is important to examine the problems, looking for causes and possible solutions so that you can correct them.

TRAFFIC

In SimCity, whenever you build Roads between active, growing Zones, you will eventually have a traffic problem. Building more Roads doesn't always help, because they might not go where commuters want to go. Your Practice City is still small enough that the road system is simple. To see where the problems occur, go to the Information Menu and activate the Map Screen, then the Traffic Map icon. Chances are the problem is where the Road curves. As in a real city, SimCity traffic slows at curves and intersections, and that causes traffic jams. A good rule is to keep Roads as straight as possible.



Look for heavy traffic.

The Traffic Map

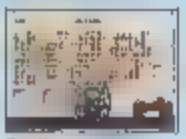
CRIME

A rising crime level is usually the second problem encountered by a small town. Go to the Information Menu and open the Map Screen, then the Crime Map icon. The areas shown in color on the map are areas where crimes occur. Low land values and distance from Police stations increase crime. Look at Police coverage to determine where a new station should be built.

The Crime Map

With coverage

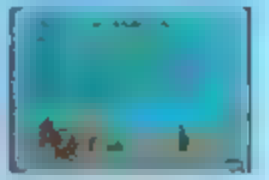
Crime over time

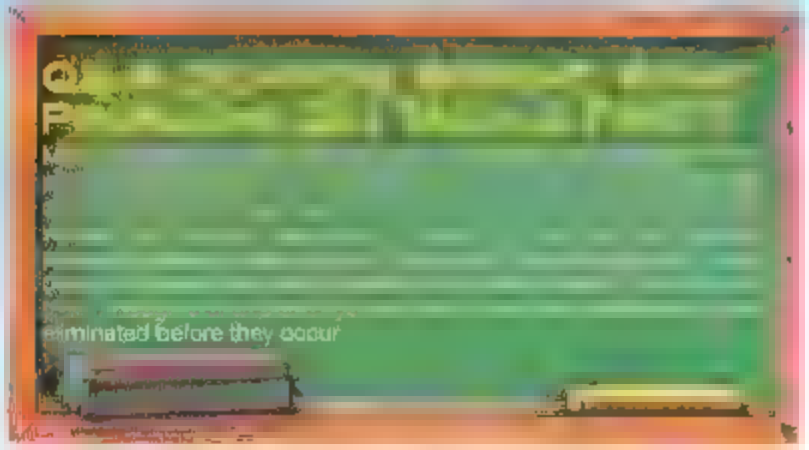


Don't worry yet

ANTICIPATING PROBLEMS

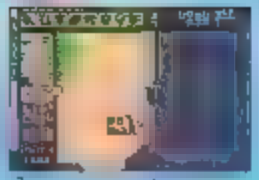
At this point your town has a lot of growing to do if it is going to reach City level, but before you begin zoning every square inch, it would be a good idea to review the problems that will soon afflict your city. Crime, pollution and traffic are all concerns. It is better to plan ahead than wait until the problems slow down your growth rate. Good planning can even mean that some problems never occur.



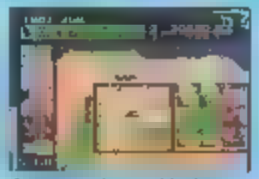


eliminated before they occur

In real cities, crime can occur anywhere from homes to offices, but there are often areas where crime rates are much higher than normal. That is also true in SimCity. Industrial Zones have more crime than Commercial or Residential Zones. As a result, you should build more Police Stations in the industrial areas of your city. When you build new Industrial Zones, remember to build a Police Station ★ nearby. When building new Commercial and Residential Zones, the Police stations can be spread out a bit further. Check the Crime map to make sure your plan is working and that you didn't forget an area. A second, simple way to reduce crime is to build parks in empty spaces, especially in industrial areas.



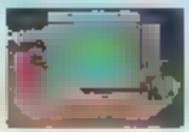
This area needs parks

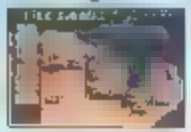


STEP-BY-STEP

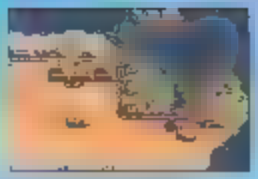
Build a Police Station nearby

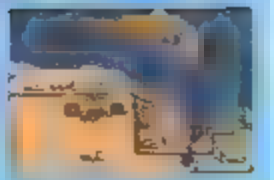
Now let's build some new Industrial Zones, keeping in mind the potential for crime in the area. You should also think about the increased pollution that comes with new Industrial Zones. Using the Industrial Build icon on the side bar, create two new Industrial Zones on the peninsula as shown in the left photo. Since there is no Police Station nearby, the chance of high crime rates is good. So you should build a Police station ★ as shown at right.





Cities everywhere experience crowded Roads, and many have come up with alternatives. In SimCity, the alternative is to build a mass transit system. Each section of Rails costs $20, and $40 over water. The benefits are that Rails are never crowded and they don't pollute. In fact, the most efficient SimCity relies entirely on mass transit Rails.



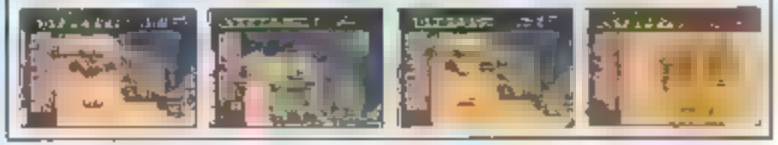


STEP-BY-STEP

The best way to get rid of crowded Roads is to replace them with Rails. If you build a mass transit system elsewhere, the traffic remains. First use the Bulldozer icon as described below to remove crowded Roads. Now use the Rail icon to create a mass transit system. Rails don't require power, but they should all be connected to each other.

BULLDOZING

Even the best mayors occasionally make mistakes, which is why the Bulldozer is so important. Go to the side bar and choose the Bulldozer icon. Then position the cursor over the middle of the building, Zone, Road, Rail or Power Line you want to bulldoze. Push B and the structure is gone. Once an area is bulldozed, you can build another Zone or structure on it.



THE WRIGHT FILES: GEARHEAD

Everybody wanted to live in Gearhead, California—to be close to the surf, the sun, the beautiful people with green hair—and to drive their cars all day long. Polly Piston, the mayor of Gearhead and the proud owner of an '88 Vette was no exception. While mayors from Boston to Tokyo encouraged Polly to build a mass transit system in her booming town, she wouldn't hear of it. As the years passed, the roads of Gearhead became swamped with cars. They were so crowded you could walk on top of them from one side of town to the other. No one could get to the beach or the mall anymore, and the air turned as green as people's hair. Polly decided to build more roads. Unfortunately, people just bought new cars and filled up the new roads overnight. Soon Gearhead simply ran out of gas.

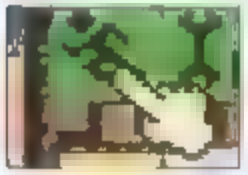
Pollution increased due to the cars.

Now Gearhead gridlock never ends.

To boost your population to the City level requires added industry, residences and commerce. You should also keep in mind your eventual goal of creating a Metropolis with a population of 100,000. Although cities are built in many steps, you should follow a master plan. For instance, most of your Industrial Zones will be concentrated along the eastern coast of the Landform. This concentration reduces pollution over the residential areas, which will be on the north, west, and south shores. The Commercial Zones fit neatly in the middle where they are surrounded by Residential Zones. Of course, this is only one successful master plan. There are countless variations.

A PAUSE IN THE ACTION

Sometimes it's useful to stop time so you can plan carefully. This is especially true in the Scenarios where you have a limited time to accomplish your goals. The first goal in the Practice City is to reach 30,000 people in five years, which is a very short time. Don't worry if you don't reach that goal, because you can still build a Metropolis of 100,000. To Pause the game, go to the Game Speed icon on the top bar, then choose the Pause icon. While time has stopped for the SimCitizens in your city, you can still build and bulldoze as long as the money lasts. Don't expect improvements to show up on maps or graphs until you activate time again.



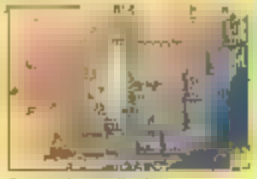
Two very special facilities can be built to help your city grow. The first is the Seaport, where ships dock and load and unload cargo. The Seaport costs $2,000 to build and spurs the development of Industrial Zones. Zones near a Seaport, each the highest level of development, quickly, but all Industrial Zones in your city benefit. Once you build a single Seaport, additional Seaports will not help industrial growth.

STEP-BY-STEP

Building a Seaport is no different than building any other facility like a Police Station or Power Plant. Go to the Seaport icon on the side bar and push ⓑ. Be careful when you position the Seaport because it's larger than Zones and most other structures. Place your Port as shown in the photo and extend the Rail line so it touches the Port.

THE WRIGHT FILES: PORTLY

In Portly, Maine, Mayor Ken Portnoise cleverly decided to lure away the shipping business from other cities by lining his waterfront areas with Seaports. At great cost to the tax payers of Portly, the ports were built, but oddly enough the town did not benefit. Industries remained unchanged from the time when the first port was built. Mayor Portnoise couldn't understand it. The ports looked so impressive!



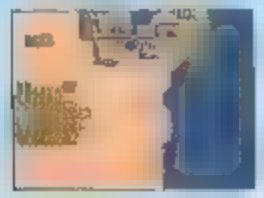
Ten ports with the town

At this stage of the game it is still important to add new Industrial Zones to create jobs. Three new Zones should be enough to raise your population above the 10,000 mark to reach City level. Follow the master plan of locating the new Zones along the east coast of the island as shown in the map. Another reason for building on the coast is that much of the pollution created is over the water where it won't affect the growth of other Zones.

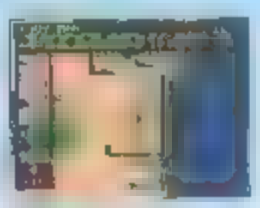
A poor site

STEP-BY-STEP

Use the method described on page ten to build new Industrial Zones with the Industrial Zone icon. The locations of the three new Zones are shown below: one near the Seaport and two further south. When leaving open spaces between Industrial Zones, make them the size of Zone Later when you maximize the use of space in your city, you can place new Zones between existing Zones. For now, fill the space with parks. Also add a Police Station to keep crime down and encourage development. Connect power and add Rails.



Place new Zones



Fill spaces with parks

Add a Police station

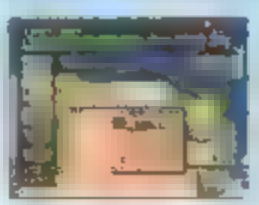
With the increase in population from the new Industrial Zones, your city will need more Commercial Zones to service the new citizens. Choose the location of the new Zones according to the master plan, which is to place Commercial Zones between industrial areas and residential areas. Keep in mind that Commercial Zones only reach the highest stage of development if other Commercial Zones are built next to them. Zones that reach the highest stage of development have the greatest population and Land Values, which increases tax dollars.

Build Zones here

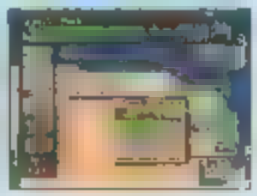
A poor site.

STEP-BY-STEP

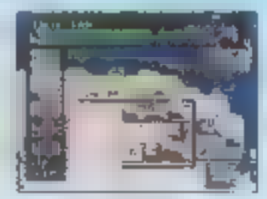
Use the directions on page ten to build new Commercial Zones with the Commercial Zone icon. As you can see in the photos below, the Commercial Zones are built next to existing Commercial Zones. The space left open in the middle can later be filled by a Gift such as the Bank to help increase development in the surrounding Commercial Zones. For now, fill the space with parks and run Rails to the new Zones.



Add new Zones

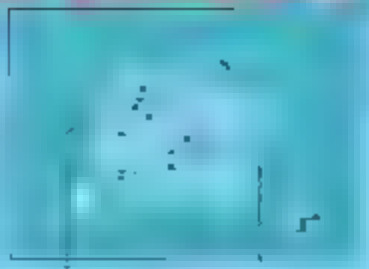


Place parks



A boom town is born

After adding so much industry and commerce, your need for new Residential Zones is great. The master plan is to build Residential Zones on the three coasts not occupied by Industrial Zones. At this stage, it's also important to keep new Zones close to the rest of the city, so the northwest area of the city is the best place to expand. Since you have 4 Industrial and Commercial Zones combined, you should have at least that many Residential Zones. A few extra Residential Zones can help reduce Public Opinion complaints about Housing Costs.



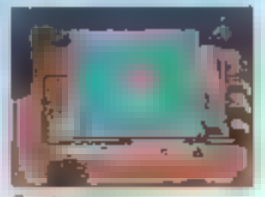
Add Zones here.

STEP-BY-STEP

Using the Residential Zone icon and the method for building Zones covered on page ten, create new Residential Zones in the photo below. You'll notice that the new Zones are laid out in a long, square pattern with an open area in the middle. As with the Commercial Zones, a Park will later be added to the center area to boost development of the surrounding Zones. For now, add a Police Station to reduce crime in the area. That will help raise Land Values, too. Make sure all Zones have Rail access.

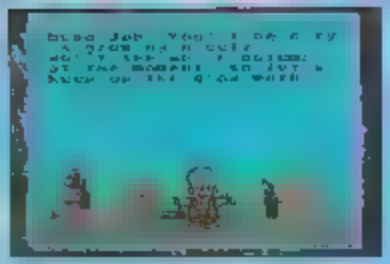
Add new Zones.

Build a Police Station.



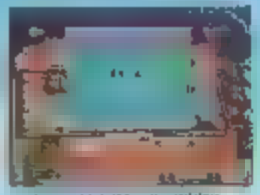
Growth increases.

With all the building you've been doing, your city is now well over the 10,000 population mark and growing rapidly. You've been alert to keep problems in check by adding Police Stations and replacing Roads with Rails. Around a message may tell you that pollution is a continuing problem. If you check the Pollution Map in the Information Menu, you see that pollution has been kept down to a minimum, as indicated by the green areas. Your biggest concern now is money. As that construction has emptied your pockets, cash will be next. Happily, you'll learn how to take out loans from the bank, adjust your tax rate and funding of services, plus more about increasing your money. At the same time, you'll be building more Zones and Streets will begin to run out. Eventually, your budget report card will inform you if enough Zones are in place to reach the population goal of 100,000.



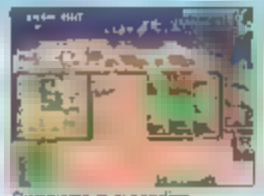
Use the Information Menu to keep track of a city's progress.

Add more Residential Zones.

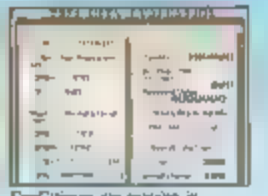


Add Industrial Zones.

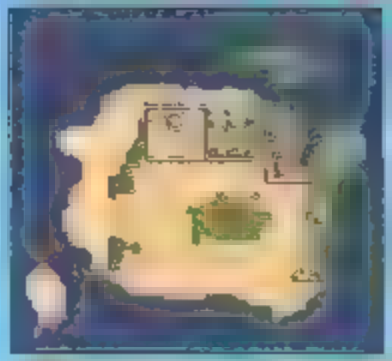
Add Commercial Zones.



Commerce is expanding.



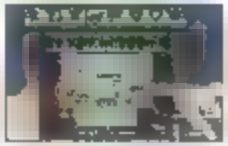
SimCity is the place to be.



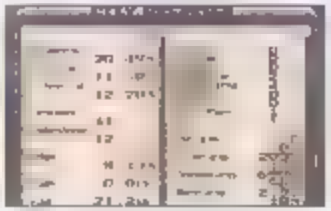
Your next goal is to reach a population of 50,000 which will put you at the Capital level. To do this requires building more Industrial, Commercial and Residential Zones plus all the services they require. You'll also add an Airport, a Stadium and more Girls and you will learn how to encourage growth by boosting Land Values. As you strive toward the Capital level, the Landforms in the Practice City will begin to get more hilly and a new set of problems will plague you.

THE TOTAL PICTURE

Balancing the number of different Zones is vital to keep your city growing. The Total Screen is the place to get this information. Go to the Information Menu and then to the Total Screen. The first three categories on the left show how many Residential, Industrial and Commercial Zones you've built. The best ratio is 2 Residential Zones to 1 Industrial and 1 Commercial. Other information includes kilometers of Roads, Rails and Power Lines, the area of parks, forest, openland and water (which is useful when picking a Landform), and the number of city services such as Police Stations, Schools, Hospitals, Power Plants and so on.

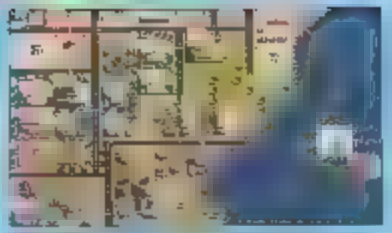


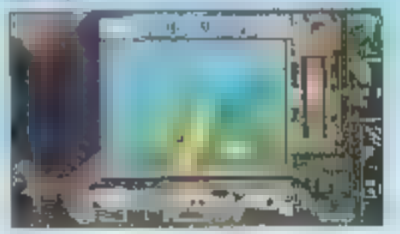
Choose the Total Screen.



Review the make-up of your Zones.

Land values increase values depend on factors such as the development of a property and if the property is in a good neighborhood. The Land value of a property with a skyscraper built on it is going to be higher than the Land value of a property with a dirt lot. Simply, Land values work the same way. Well developed areas are worth more than less developed areas. Good locations also add value. Areas near water, forests or parks have higher Land Values than areas with high levels of crime, traffic and pollution. Land Values are important in SimCity for two reasons: first, taxes are based on Land Values (higher Land Values mean more tax dollars); second, Land values affect the development of Zones. Residential Zones rarely develop well in areas of low Land Values due to the problems that cause the low Land Values like crime. On the other hand, if all Residential Zones are in high value areas, Housing Costs may become a problem. You can solve Housing Cost problems by creating Residential Zones in lower value areas of the city. A mix of low and high value Residential Zones will keep everyone happy.



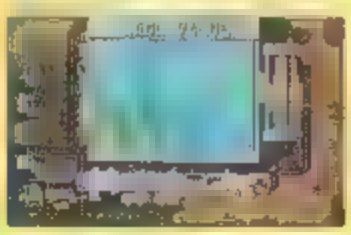


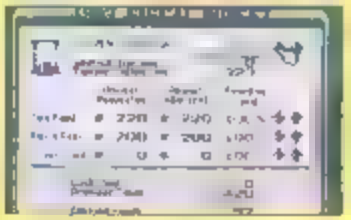
At the Information Menu, the Map Screen and the Land Value Map to view Land Values.

THE WRIGHT TILES: GOLDRUSH

For years and years Goldrush, Nebraska had been a sleepy town surrounded by fields of golden corn. Upon being elected, Mayor Mac Cobb—the largest land owner in the area—changed all that. He immediately tried to attract people and jobs to Goldrush, hoping that he could boost the value of his corn fields and then sell them.

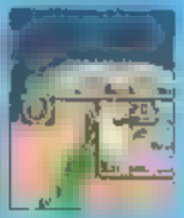
but his lack of planning proved disastrous. Along the Silver Plate River, industries sprang up like weeds and the surrounding Land Values dropped. Since city taxes also dropped, Mayor Cobb didn't have enough money to build the Police Stations, roads and parks his expanding town needed. The problems got worse and worse and the Land Values continued to drop. It's a prime case of farmland cost the easy way. Mayor Cobb's plan turned out to be full of fools gold.





For the next big period of growth, you'll need plenty of Residential and Industrial Zones. Those Zones should be built out along the northern and eastern coasts of the island. Soon after reaching about 30,000 people, your citizens will demand a Stadium. The Stadium costs $3,000 but it helps develop Residential Zones and raise Land Values. The problem with Stadiums is that they cause traffic

STEP-BY-STEP



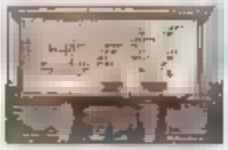
Extend your residential area by building new Residential Zones along the shore and inland. The inland Zones should form blocks as shown in the photo. Extra Power Stations will further add to the Land Values by keeping prices low. Install the Gladiator icon and build a Stadium as shown in the photo. The new Rail eliminates traffic problems. New Industrial Zones should be added as the area shows

SIMCITY SAVINGS & LOAN

The Bank first appears as a Gift, which means that you can place the Bank building on the Landform. The best place for the Bank is in the heart of the commercial block to encourage the surrounding Zones to develop. The Bank only appears if your total amount of cash drops below $2,000. It allows you to take out a $10,000 loan, which you pay back $500 per year for 21 years. While the loan is being paid back, you can't take out additional loans. Access the Bank through the information Menu and Bank icon.

The Bank is a big deal

It comes in handy during development



Take out a loan for $10,000

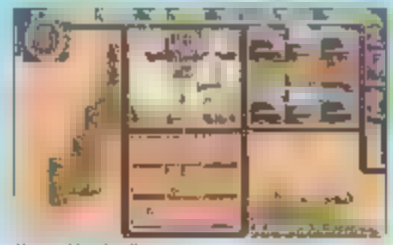
Grouping Commercial and Residential Zones together in blocks is the best way to maximize the use of available land. Blocks also share power connections and reduce the number of Roads or Rails you need to build and maintain. Blocks can be of any size and/or figuration, but usually you'll want to place Commercial Zones with other Commercial Zones. Industrial Zones produce so much pollution when they are in blocks that you should leave open space between them if possible.

Haphazard planning limits growth

[illegible]

DOUGHNUT BLOCKS

One of the most efficient patterns of blocks is the Doughnut Block, consisting of eight Zones around an open space. The open space is what makes the Doughnut Block special. If you place a gift or park land in the doughnut hole, the surrounding Zones develop quickly and to high levels.

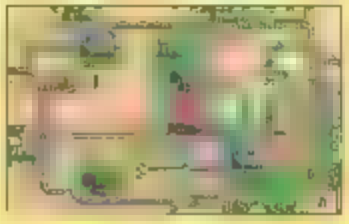


Put parkland in the hole

[illegible] the center are even better

THE WRIGHT FILES: LONESTAR

Lonestar, Texas was the home of rugged individualists who didn't like living in crowded cities. They wanted the feeling of the wide open plains in their backyards. If mankind had been meant to have crowded cities, they argued, he wouldn't have been given Texas. Irma Biggs, the mayor of Lonestar, took pains to isolate every zone from every other zone to keep her voters happy. Well, when the skyrocketing bills for road maintenance came in, the voters weren't so happy. The traffic jams were also bad, mile after mile of dusty pick-up trucks baking in the hot Texas sun. Unlike Dallas or Houston, [illegible] one ever built a skyscraper in Lonestar or a big factory or a zoo for the kids, because the town couldn't grow large enough to support them.



What are the worst problems?

29% TAXES

29% CRIME

17% POLLUTION

As your city grows you will receive many Gifts which you can give to the city for $100. Dr. Wright announces each Gift and gives a hint concerning where it might best be located. Build a Gift by going to the Gift icon ? in the side bar, pointing at the Gift and pressing O. Then place the Gift on the Landform. Each Gift has benefits, but some also cause problems. Listed below are the Gifts, the best places to build them, other benefits and problems. Be sure to build Gifts next to developing Zones to help them reach the highest levels.

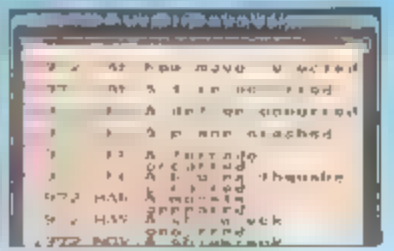
ZOO Residential Pro-$100/year to city Con-None	**AMUSEMENT PARK** Residential Pro-$100/year to city Con-None	**LAND FILL** Anywhere Pro-creates land over water Con-None
POLICE HQ Industrial Pro-Wider police coverage Con-$100 funding	**FIRE HQ** Anywhere Pro-wider range of fire coverage Con-$100 funding	**FOUNTAIN** Anywhere Pro-$100/year to city Con-None
CASINO Commercial Pro-$100/year to city Con-Crime	**TRAIN STATION** Commercial Pro-Better transit service Con-None	**EXPO** Industrial Pro-[illegible] dollars increase Con-None
LIBRARY Residential Pro-Higher Land Value Con-None	**WINDMILL** Commercial Pro-[illegible] dollars increase Con-None	**CITY PARK** Anywhere Pro-$100/year to city Con-None
YOUR HOUSE Residential Pro-Raises Land Value Con-None	**MARIO MONUMENT** Anywhere Pro-Raises Land Value Con-None	**BANK** Commercial Pro-[illegible] but loans Con-None

Your city is well on its way in becoming a Capital. Like real cities of this size, more and more of its business will be commercial as it grows larger and industrial areas will become less important. Since Commercial Zone development is helped by the presence of an Airport, the time has come for you to take [illegible] skies. The cost of $10,000 is very high, but the boost to your commercial sector is important. Locating the Airport is a very important decision. An Airport creates a huge cloud of pollution that will lower Land Values surrounding it. The second consideration is that planes tend to crash near the Airport. If you build the Airport in the corner of town, crashing planes will regularly start fires and destroy Zones. Airports placed on islands, peninsulas or in the corner of the Landform will have a less negative impact on your city. Another benefit is that once you build the Airport you will receive the Expo Gift [illegible] which should be built in the industrial area.

STEP-BY-STEP

The Landform of the Pra[illegible] city is very limited in usable space. Luckily there are two small islands nearby. The southwest [illegible] island is the ideal location for the Airport because the pollution won't affect other Zones and planes will crash into the sea. To build the Airport, use the Airport icon + and position the [illegible] over the small island as shown below. Run Power Lines from the city across the channel. Make sure that a Rail Line is not built beside a Power, the so-passing ships won't cut the lines.

[illegible]



Expect crashes every few years

Cities with Airports often take on an international flavor as businesses from faraway move into town. To take advantage of this, you should build a new Commercial Zone block. The best area is near the other Commercial blocks in the middle of the city. The new Commercial Zones will also help nearby Residential Zones reach higher levels of development.

STEP-BY-STEP

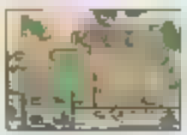
Create a Doughnut Block. Start by selecting the Commercial Zone icon and fill the center with parkland for now. When you receive a gift that benefits Commercial Zones, like the Casino, place it in the center. Run Rails around the outside of the block and make sure power is connected.

AUTOMATIC OPERATIONS

Make life a little easier! With Auto Bulldoze, build Roads, Rails, Zones and other buildings over parkland and forest without bulldozing. Auto Budget eliminates the need to approve yearly budgets. Auto Goto takes you to the scene of a disaster. B.G.M. toggles the music on and off.

GOTO DISASTERS

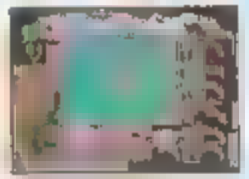
The Goto icon flashes when a disaster occurs. Move the cursor to it and push B to be taken directly to the location of the action.



With your city on the brink of becoming a capital, you are halfway to your goal. Commerce is booming due to the addition of an Airport. Industry is flourishing according to your master plan and with a little help from the new Expo you've built nearby. The block structure of your Zones makes for efficient land use. With the rapid increase in population, plus a generous loan from the Bank, your finances are getting back on track. The future looks bright for your city. The challenges ahead include learning how to manipulate tax rates to influence immigration, how to use the Landfill, maximize land use and much more.

POPULATION DENSITY & GROWTH

Knowing where population is high or low and where people are moving will help you uncover problems in your city planning. Go to the Information Menu and the Map Screen. Push the Population icon and two new icons appear: Population Density and Population Growth. Minimum population growth and density might indicate problems in a neighborhood, such as Housing Costs or Unemployment.

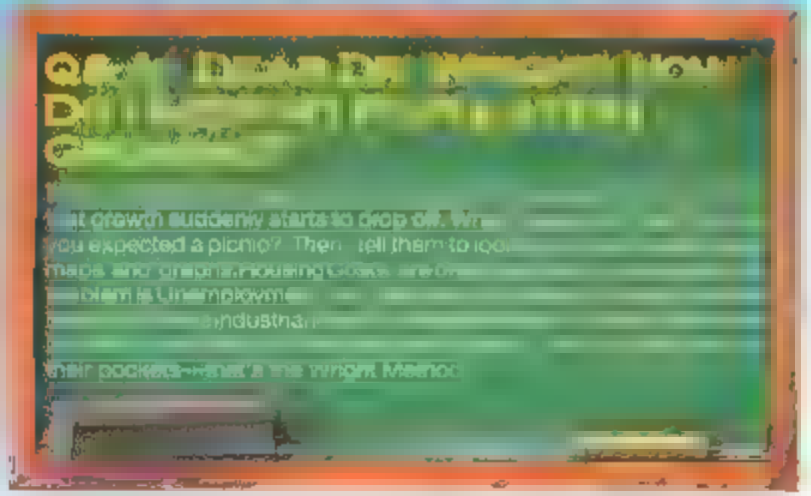


The Metropolis—with a population of 100,000—is the highest level you can reach in your Practice City. It is also your goal. To reach that level, you must utilize every inch of the Landform, plus some special strategies such as changing tax rates. You'll also have to be prepared for disasters. A plane crash or earthquake at this stage can do a lot of damage.

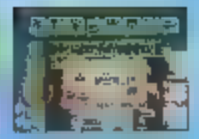
Problem Area: Pollution

Problem Area: Low Growth

Problem Area: Crime Rate



TAX RATES



SimCitizens, like everyone else, hate paying high taxes. The game begins with the tax rate set at 7%. That's fine for awhile because you need all the money you can get for construction. But now your population is big enough to supply plenty of cash at even lower tax rates. Enter the Information Menu, and choose the Tax icon. The tax rate can be adjusted between 0% and 20%.

Current Tax Rate

Total Cash On Hand

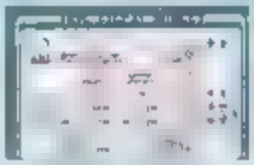
Transportation Funding

Agency Expenditures

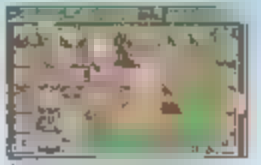
Actual figures and Exit Budget

FUNDING SERVICES

Every year you will spend a certain portion of your cash on funding city services such as Police, Fire and Transportation. Simcity automatically sets the funding rate at 100%, but that percentage can be changed using the arrows if you are desperate for cash. Although you can save money by reducing the level of funding, you will also face problems of increasing crime, fires that spread out of control and Roads and Rails that fall apart.



Higher Crime



Roads deteriorate without upkeep

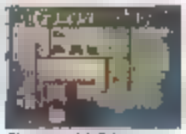
The time has come to make use of the remaining empty areas of the Landform. You need all types of Zones, but more Residential Zones than Commercial or Industrial Zones. Much of the parkland space between the Industrial Zones must be converted, and the remaining forests must be sacrificed as well. As Gifts appear, place them inside the appropriate doughnut holes.

STEP-BY-STEP

Create a Doughnut Block of Residential Zones in the southwestern part of the city as shown below, then create a long block of Residential Zones along the waterfront. Remember to add Police Stations and Rails. Even though some of the Rails are over water, they still provide access to the Zones. New Industrial Zones should be placed along the eastern shore between existing Zones. Fill the empty lots closest to the water first.

LANDFILL

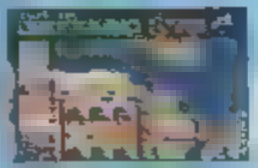
One of the most useful Gifts is the Landfill. It allows you to create a Zone-size piece of land over the water for $ 00. You can then build more Zones or other structures on the new land. Landfill only appears when you've used up virtually all of the Landform space; then you'll receive three or four Landfills in a row. The reclaimed land is only large enough for one Zone, which doesn't allow space for Rails. Reclaim land in the southern part of the city for extra Industrial Zones. Pollution over the water won't affect the city, and the jobs are a big bonus.



The Landfill Gift

Build a Landfill

Sometimes you have to knock buildings down to make more efficient use of the existing space or to correct a problem. In the Practice City you're building, the Commercial Zones in the northeast corner have become overly polluted. Development has reversed, and buildings are getting smaller. Bulldoze the two closest factories and build parks. New Industrial Zones can be built further away.



REACHING THE TOP

When two Commercial Zones are side by side and they both reach the highest stage of development, they become a huge, combined tower called a Top. The same occurs with Residential Zones. Reaching Top level should be one of your major goals. Top buildings contain the greatest population and commercial concentrations. This is one reason why you build the same type of Zones next to each other. Placing Gifts near Zones can help them reach the Top stage. Industrial Zones can't Top out.

Both Zones must reach the highest level.

With the right conditions, a Top appears.

Disasters

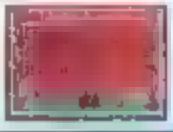
As you learned in the opening pages of this manual, disasters are a major part of SimCity. You can make disasters happen or they can sneak up on you when you least expect them. The most common disaster is the Plane Crash, which occurs regularly once the Airport is built. Other disasters may depend on your actions, or they may occur randomly.

FLOOD

Floods occur on undeveloped waterfront property. As they spread, buildings are damaged and fires break out.

FIRE

Fires spread rapidly through buildings if there is no Fire Station nearby. All disasters cause fires.



EARTHQUAKE

Buildings are reduced to rubble and fires break out all over the city. This can be the most devastating disaster.

PLANE CRASH

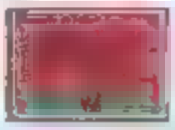
Planes tend to crash near the Airport. Buildings can be destroyed and fires started.

TORNADO

The tornado cuts a swath of destruction through your city destroying buildings and starting fires.

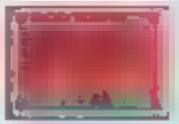
MONSTER ATTACK

Bowser marches toward pollution sources stomping everything in his path. Fires begin in many places.



NUCLEAR MELTDOWN

When a Nuclear Plant blows a large area surrounding it becomes radioactive and useless for decades.



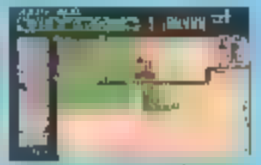
Disaster Avoidance

Disasters can be a lot of fun, but when you've worked for a long time building up a city, it can be discouraging to watch a fire or earthquake destroy everything. That's why it is so important to plan ahead for disasters and react quickly to them when they occur.

PREVENTION

Fully fund the Fire Department and make sure the city has good Fire Coverage. Every block of Zones should have several power connections. Use parks and bulldozed land as fire breaks. Other steps include developing shorelines to avoid Floods, building the Airport on the edge of town to reduce Plane Crashes and limiting pollution to stop Bowser from showing up.

Build the Airport on the edge of town.



Build the Airport in a safe place.

EMERGENCY STEPS

1. Fire Control

Call disasters by building damaged and burning structures. Roads and rubble. Quickly build Fire Stations near fires.

2. Restore Power

Use Power Lines to restore power to all Zones that display the blinking lightning bolt. If you don't, Zones empty and people leave.

3. Rebuild

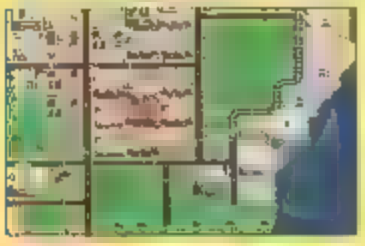
Once the fires are out, bulldoze wrecked buildings and place new Zones, Roads, Rails and city services.

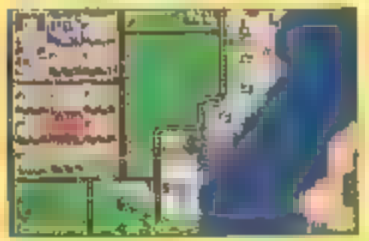
CITY HISTORY

Cities, like nations, are often shaped by great events. Your city also has a history, and you can view the highlights by going to the Disaster Menu and the History Screen. The History Screen lists the 10 most recent historical events.

TWILIGHT TALES: HOOCARES

The people of Hoocares Florida never thought a disaster could happen to them They lived in a beautiful town with lots of sunshine and orange juice Life was good Their shorelines were wild and undeveloped, which made for excellent fishing. The airport was located conveniently in the heart of the city, and the Nuclear Power Plants kept the skies clear of smog The yahoos who tried to sell the city fire trucks were just wasting their time Then the earthquake of '59 hit them like a herd of buffalo stampeding over a sandcastle. Of course, the earthquake caused numerous fires and a nuclear meltdown, which would have been bad enough, but a tidal wave flooded the city, as well, and with all the smoke and confusion, airplanes kept slamming into the skyscrapers down town. The one Fire Station couldn't cope, perhaps because it had been wiped out in the earthquake, and practically the entire city of Hoocares was ost





The Landfill Grid is the best way to add new space for development but it isn't the only way When you build parks and other structures along the edge of the water a small section of land is created These small additions can make a big difference If you add parks all around the shoreline of the island where your Power Plant is located you will gain enough land to build two Power Plants and two Industrial Zones Bulldoze your existing Plant and build the new Plants and Zones as pictured You'll need the second Nuclear Plant to avoid Brownouts, which can limit growth.

Add parks along the water's edge

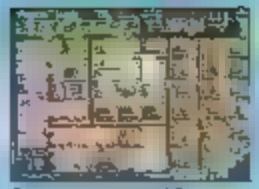
Now there's room to grow!

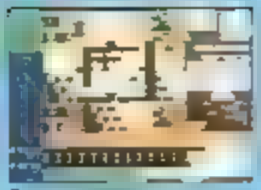
MORE SHORELINES

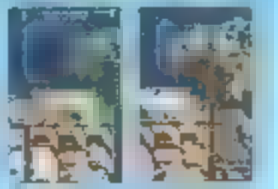
Some pieces of land seem worthless because you can't run Roads or Rails to them even though the area might be large enough for a Zone This is often the case near the water where a piece of land is away from the mainland If you build a Zone and run Roads or Rails along the outside of the Zone in the water the Zone behaves as if it has access to transportation and it will develop

Access is the key to development

Small modifications often make a big difference. To get the most out of every space sometimes means switching Zones. For instance, if a Residential Zone is off by itself and isn't developing maybe you should replace it with an Industrial Zone, or industrial Zones can be replaced with Commercial Zones. Another method is to bulldoze hospitals and schools in order to build Zones that will develop. (A word of warning; if you bulldoze too many hospitals or schools, a disaster is likely to occur.) If a Top tower is bordered by a highly developed building on either end, bulldoze half of the Top and reZone it. Now you can get two Tops.


Replace Industrial Zones

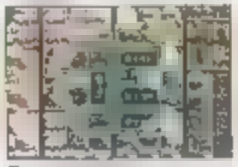

Rezone as hospital


Tops from Zones shown up with Tops

THE INSPECTION ICON

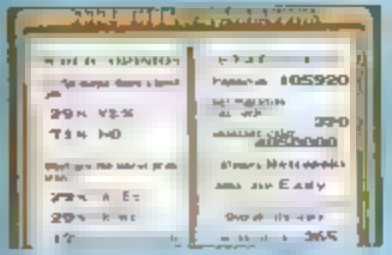
Inspect lets you see the stage of development of every Zone in your city. Go to the top bar and the Inspect icon. When you push ⓘ a circle appears inside the circle. Zones appear marked with their levels of development. R 4 High, for instance, means it's a Residential Zone at level 4, stage High. Commercial Zones have five levels, but Residential and Industrial Zones have only four levels.

Push the Inspect Icon


The inspect lens appears

Push ⓘ again and the lens grows

You should be on the brink of reaching the Metropolis stage by now. Most of your Commercial Zones have reached the Top level of development. Industry, although creating pollution hot spots over the eastern shore, has provided needed employment. Most of your Residential Zones are also well developed, although you could probably use a few more Gifts. Public Opinion shows that Housing Costs, Crime, Taxes and Pollution are not considered big problems. Still, you may have trouble getting the city to grow the last few thousand people needed to reach 100,000. You can increase your population by squeezing in a few more Industrial Zones and lowering your tax rate to 0%. In the next chapter you'll explore the challenge of creating a Megalopolis, and some of the techniques that make a Megalopolis possible, such as attacking Zones and forcing Gifts, can also be used in the Practice City to boost population.



VIEW

The View Gift is a special commemorative model of your city as seen from an angle. Go to the top bar and the Information Menu, then to the View icon. You can scroll about the view model, but you can't make changes. It's just for show.

[illegible]

The ultimate goal of any mayor is to create a Megalopolis of 500,000 people. The Practice City is too small for such a gargantuan undertaking, but there are 1000 Landforms that you can choose from when you start a new city. All of the problems you've encountered in the Practice City also occur on the larger Landforms, but with larger cities, the problems are also larger, and some of the problems will be brand new. But don't get too stressed out. There will also be benefits that you didn't have in the Practice City. New Gifts will become available and new ways to structure your city will become important. In this chapter we'll tell you a few things that can help you reach your goal, but it will take a lot of experimentation on your part. You'll also learn more about the Scenario Options of SimCity—disasters and challenges just waiting to happen—plus we'll share some creative ideas that might open up a whole new world of play.

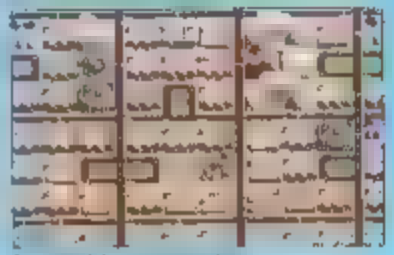
It doesn't look like a Megalopolis yet.

But dedicated mayors achieve their goals.

Downtown

Dr. Wright spent years researching the intricacies of urban planning before he set to work on his masterpiece, Wrighton. As you can see, the large Landform is just as packed as your small Practice City. One major difference is that Wrighton is on the mainland, not an island, and a river runs through it. You'll also notice that the Commercial Zones aren't in the heart of the city as they were with the Practice City. The strategy of building cities is much different on the mainland. Industrial Zones cluster at the edge of the Landform to help diminish the effect of pollution. Commercial Zones form a ring around a central core of Residential Zones. Of course, Dr. Wright himself is the first to admit that this is only one of countless strategies a mayor can follow.

Industrial Zones are built on the outside.



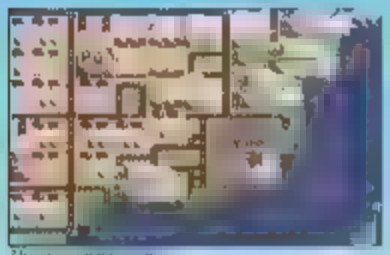
The rest of the city is developed.

SIMCITY-TIME

A parade of seasons at the domed stadium.

Time plays several roles in SimCity. Only over time will Zones develop, just like in real cities, and it takes a mayor time to solve problems. Luckily there's plenty of time available. You can play for thousands of years of game time if you want. In the future, changes take place in some of the graphics, like the stadium. In the short term, you can watch the seasons change.

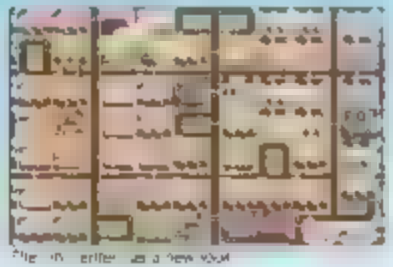
Bridge and [illegible]



[illegible]

Mainland cities present new challenges and require new strategies. The two biggest differences are that you can build right up to the edge of the Landform and that you have a river or rivers dividing up the Landform. Building along the edge of the Landform requires straight, efficient lines of Zones and transportation systems, whereas building straight along river banks is difficult. Rivers also act as dividers in the city. For instance, Industrial Zones on one side of the river will not help increase population on the far side. One of the great benefits of building Industrial Zones along the edges is that half the pollution is off the map and doesn't affect the city. This is very important when it comes to heavily polluting industries, Airports and Coal Power Stations.

Rivers make a difference



The city center has a new look

Through diligent research and fiddling with SimCity, Dr. Wright has uncovered some useful ways to pack in the population and get Gifts. "It's not exactly cheating," says Dr. Wright. "I prefer to think of it as taking advantage of circumstances."

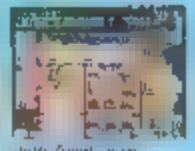
STACKING ZONES

Stacking Residential Zones is a great way to pack more Zones into an area than normal. When a Residential Zone has filled up one side with single family houses, bulldoze those houses and quickly place a new Residential Zone over the bulldozed area. Stacking can greatly increase density of population but Zones can't reach Top level.

[illegible]

[illegible]

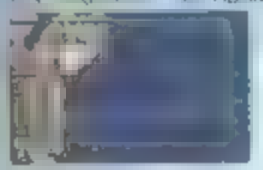
[illegible]



[illegible]

FORCING GIFTS

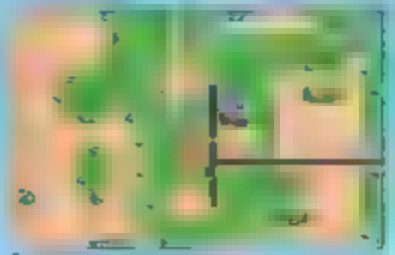
A certain set of conditions must be met before a Gift appears. For instance, if you build enough extra Rails, you will receive the Train Station. The same is true of the City Park (build park and), Police and Fire HQ (build Police and Fire Stations), the Bank (reduce your cash to less than $2,000) or the Amusement Park Casino (build Residential Zones.) Once you have the Gift, you can bulldoze the excess Rails or Zones. This is a good strategy if you have money to spare.



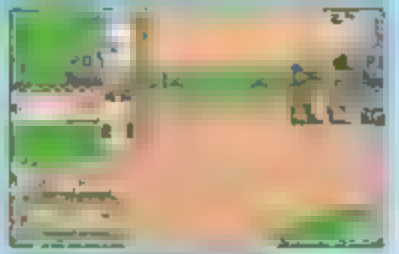
[illegible] Rails

Receive the Train Station

A green city with many parks makes a nice place to live. That is as true in SimCity as it is in your home town. Parkland has many other benefits, as well. You've already seen that parkland keeps Land Values high, which in turn reduces crime levels. You can also control pollution using parkland. Major Roads with heavy traffic can be lined with parkland to reduce pollution levels. You've also learned that you can use parkland to extend the area of usable space on the Landform by building along the shoreline. Another benefit of shoreline parkland is that it drastically reduces the effects of flooding. Parkland can help Zones develop, act as fire breaks between neighborhoods and force the appearance of City Parks, which are an even better way to boost Zones. In short, building lots of parkland is a great way to make your city grow.



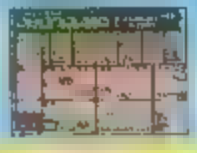
Roads create pollution

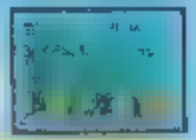


Bordering parkland reduces pollution

MEGALOPOLIS

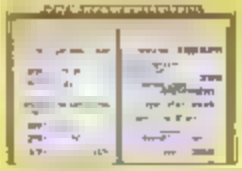
Reaching Megalopolis won't be easy. Much of your strategy will be based on the Landform you choose. If there is a lot of water, the task will be more challenging. Some basic rules will help: use Nuclear Power Plants to save space and reduce pollution; build Industrial Zones along the edge of the Landform; use Zone blocks and the stacking technique to concentrate your Zones; use Gifts to help Zones develop; fill empty areas with parkland; use Rails rather than [illegible]





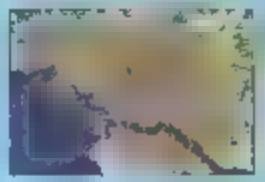
THE WRIGHT FILES: PLANLESS

Mayor Irma Speedy wanted Planless, Washington to become a Megalopolis as quickly as possible. As a student of mine, she knew that commercial zones should be placed between industrial zones and residential zones, but she didn't learn the most important lesson of creating a master plan. As a result, there were clusters of industry all over the map, surrounded by commercial zones and residential zones. The city had no heart and none of the mini-cities reached their full potential. On the other hand, each of the mini-cities had few problems. With a little more work she might have pulled it off, but some other thoughtless mayor saved his city and wiped out Planless. It's not easy being a mayor.



There are six scenarios in SimCity plus two bonus scenarios for mayors who successfully solve the problems of the first six. Each scenario puts you in the mayor's office of a city with crippling problems or about to undergo a major disaster. But that's not all. The cities all have secondary problems that must be managed as well. In each case, you'll have a limited number of years to correct the problems and get the city up and running again.

TOKYO

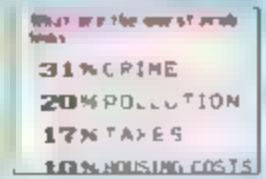


If you read the opening chapter of this book, you already know the devastation Bowser leaves when he stomps Tokyo. The other problems include pollution and an inefficient Road system. Nuclear Power will help, as well as spreading out industry.

SAN FRANCISCO

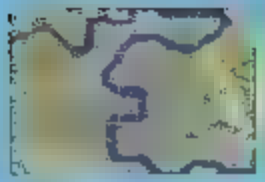
The City by the Bay is about to be shaken by a major earthquake. You should expand Fire Coverage and run extra Power Lines between neighborhoods before the quake. Afterward, you'll need to consolidate Zones in the south and build an Airport.

DETROIT



The Motor City is seething with crime. You'll need to build Police Stations and parks and then encourage industrial development, which will lead to an increase in population. Funding is a major problem, and other disasters like flooding may occur.

BERN



Bern, Switzerland developed a good road plan and now traffic is threatening to choke the city. You must create a mass transit system and bulldoze the unnecessary Roads. It will be expensive and the citizens are already opposed to taxes.

RIO

Due to greenhouse warming in the 21st Century, Rio is about to be flooded. Developing the waterfront is necessary, but you'll also have to deal with crime, pollution and brownouts. All these problems occur along with recurring floods.

BOSTON

When a Nuclear Power Plant in Boston melts down, a large area of the city is contaminated. Your job is to develop other areas to replace the toasted industry. Pollution and crime will also be a problem, and there's never enough time or money.

BONUS SCENARIOS

If you manage to solve the woes of the previous six scenarios, you'll get a chance to take over Las Vegas after a UFO attack. Unfortunately, you don't have the technology to fight the aliens. After that, is Freeland - a Landform without rivers.

Dealing with disasters and striving to reach Megalopolis are two ways to play SimCity, but there are many more. One of the most exciting ways to play is to model your own town or some favorite city. Choose a landform that resembles the area of the city you want to model, then start building. Maybe you want to make improvements on the Los Angeles freeway system. If you want to create a SimCity version of Memphis or London, you can do that too. Or maybe you like to create the perfect small town or a community of towns. Some mayors like to test out ideas such as creating a city without a mass transit system that doesn't have traffic problems. You can even use SimCity to make pictures and designs. It's all up to you. Let your creativity run free. Below are sample cities, some of them models of real cities and some completely made up.

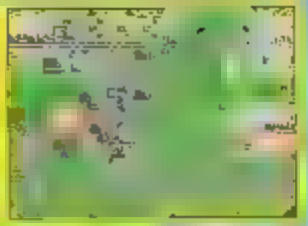
GREEN JUNCTION

Green Junction, Arkansas is a small country town with a railroad station, fields, forests, a lake and no industry. This would be a great place to live, unless you needed to get a job. Green Junction is proof that cities come in all sizes and shapes.

FUN CITY

Fun City has something for everybody. The mayor of this town obviously is serious about having a good time with parks galore, and much more. The mayor's favorite super hero stands majestically at the center and he has even built his own house here, plus houses for all his friends.

REDMOND



Redmond, Washington is the headquarters of Nintendo of America Inc. It's a green and pleasant place, but as you can see, there are some traffic problems because so many people want to visit Nintendo HQ. Is it the buildings close to Mario and the freeway?

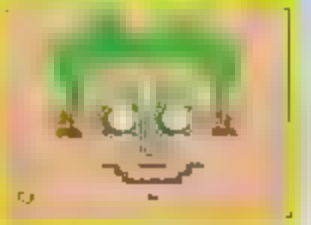
PATCHWORK CITY

The Mayor of Patchwork City didn't have a firm grasp of the concept of planning, but his sense of color and composition is truly impressive. On the other hand, who says a city has to be huge or practical?

ROUND BUTTE

Round Butte, Utah was built in a circle to commemorate the pioneers who used to circle up their wagons at night. It might not be the most practical city design, but it has grown steadily in spite of a piecemeal transportation network and high pollution.

DR. WRIGHT



Dr. Wright's urban self-portrait is not a functioning city, but it demonstrates that beauty is in the eye of the builder as well as the beholder. Says Dr. Wright, "I always wanted to leave my mark on the world. Now I've left my face!"

Bank—A business that lends money. The SimCity Savings & Loan will lend you $10,000.

Block—A group of zones placed next to each other so that their sides touch.

Bowser—A giant turtle who likes to destroy things, like cities. He is King of the Koopas.

Brownout—When there's not enough energy being produced for all the zones, some zones don't receive any energy.

Budget—The yearly process of collecting and spending taxes.

Bulldoze—To destroy a zone or structure using the Bulldozer icon.

Capital—A SimCity with a population between 50,000 and 100,000 citizens.

City—A SimCity with a population between 10,000 and 50,000 citizens.

Commerce—Businesses that provide services such as repairing TVs, selling clothes or making loans.

Commercial Zone—A zone in SimCity where commercial activities take place and develop.

Crime—Any illegal activity. In SimCity, high levels of crime cause problems.

Current Funds—The amount of money you have after taxes have been collected and services are funded.

Cursor—The box or hand that you can move about the screen to build things or choose game options.

Developed Zones (Undeveloped Zones)—Zones with larger buildings that contain greater population. An undeveloped Zone has no buildings on it.

Expenditures—Money spent for city services.

Fire Coverage—The area protected by a Fire Station or all the Fire Stations in a SimCity.

Funding—The yearly amount of money spent on a Government Service such as Police or Fire protection.

Gift—A structure such as a Library or Expo that the mayor receives when certain conditions are met. As mayor, you can present this Gift to the city.

Government—People elected to make decisions for the entire community. In SimCity, the mayor is the government.

Government Services—In SimCity, Police and Fire protection plus transportation maintenance are services provided by the city.

Hospitals—Hospitals appear in Residential Zones and do not develop beyond their original form.

Housing Costs—The relative cost of a residence. In SimCity, housing costs become higher as Residential Zones reach the highest levels of development.

Icon—A picture that represents an action or a thing. SimCity icons are used to build zones, buildings and to access game options and information.

Industrial Zone—A zone in SimCity where industrial activities take place and develop.

Industry—Businesses or factories that create products such as cars, yo yos or video games.

Landform—The map on which you build in SimCity is called the Landform. It consists of fields, forests and water.

Land Value—The price of a piece of land in SimCity, and values are viewed on a scale from low to high value.

Load—An option that lets you resume a game that has been stored in the Game Pak's memory.

Loans—Borrowing money which must be paid back.

Mass Transit—A system of railroad tracks and trolley cars that move people around a city.

Master Plan—An overall strategy for locating the different Zones and facilities in a SimCity.

Mayor—The highest elected official who makes decisions for a city. In SimCity, you are the mayor.

Megalopolis—A SimCity with a population of at least 500 000 citizens.

Menu—A set of options from which you can choose. The Information Menu lets you pick different types of information to view, such as maps or graphs.

Metropolis—A SimCity with a population between 100,000 and 500 000 citizens.

Net Migration—A term used in the Voice Screen to indicate how many people have moved into or out of your city during the last year.

Police Coverage—The area protected by a Police Station or all the Police Stations in a SimCity.

Pollution—Wastes from industry, airports and traffic. In SimCity, heavy pollution may cause problems.

Power—In SimCity, power refers to electrical energy which is used by all zones. Power Plants create the energy and Power Lines transmit it to the zones.

Practice City—An option in SimCity that lets you build a city on a small island.

Public Opinion—What the voters of your city think of your job as mayor and what they think are the worst problems in the city.

Rails—The track for a mass transit system.

Residential Zone—A zone in SimCity where people live and where schools and hospitals are located.

Save—An option that stores the current game so you can resume play later. The battery in the Game Pak lasts approximately five years.

Scenario—A SimCity option in which you manage a crisis in a model city.

Schools—Schools appear in Residential Zones and do not develop beyond their original form.

Side Bar—The double row of icons along the left side of the screen that are used to build things.

SimCitizen—Someone who lives in a SimCity and likes to complain about things.

Simulation—A model that represents a real thing such as a city.

Special Income—Money received each year from Gifts such as the Zoo.

Taxes—A yearly payment by citizens that is used by governments to pay for services like Police protection.

Tax Rate—A percentage of income that determines how much tax your citizens pay every year.

Top—The highest level of development for zones in SimCity. Two zones of the same kind must be placed beside each other to achieve the Top level.

Top Bar—The row of green and black icons along the top of the screen for controlling the game and getting information.

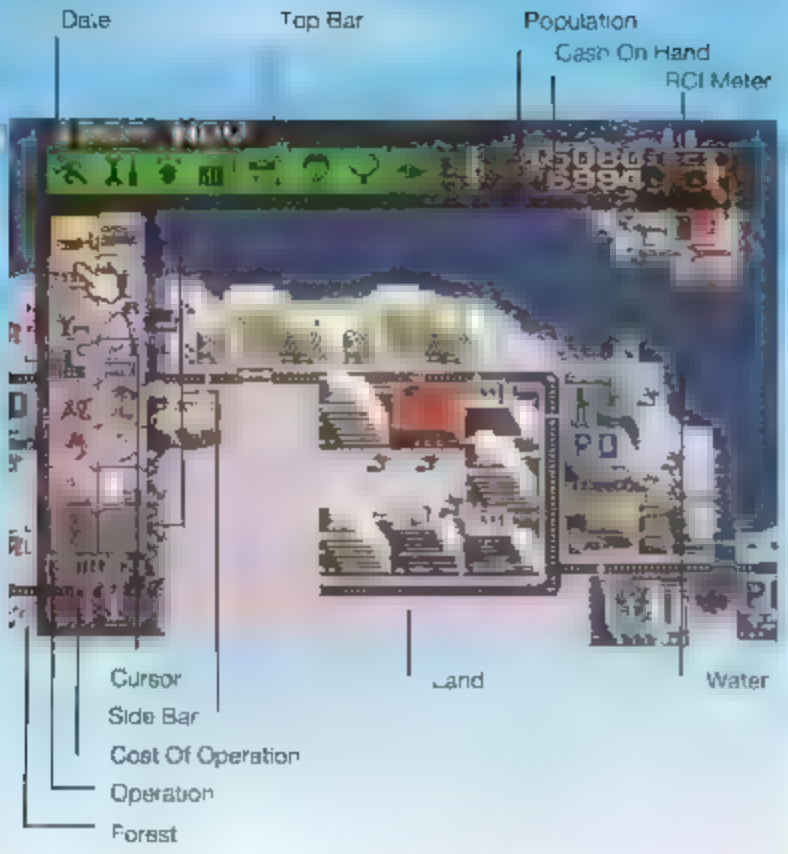
Town—A SimCity with a population between 2 000 and 10,000 citizens.

Traffic—The amount of cars on the roads in SimCity. Heavy traffic may cause problems.

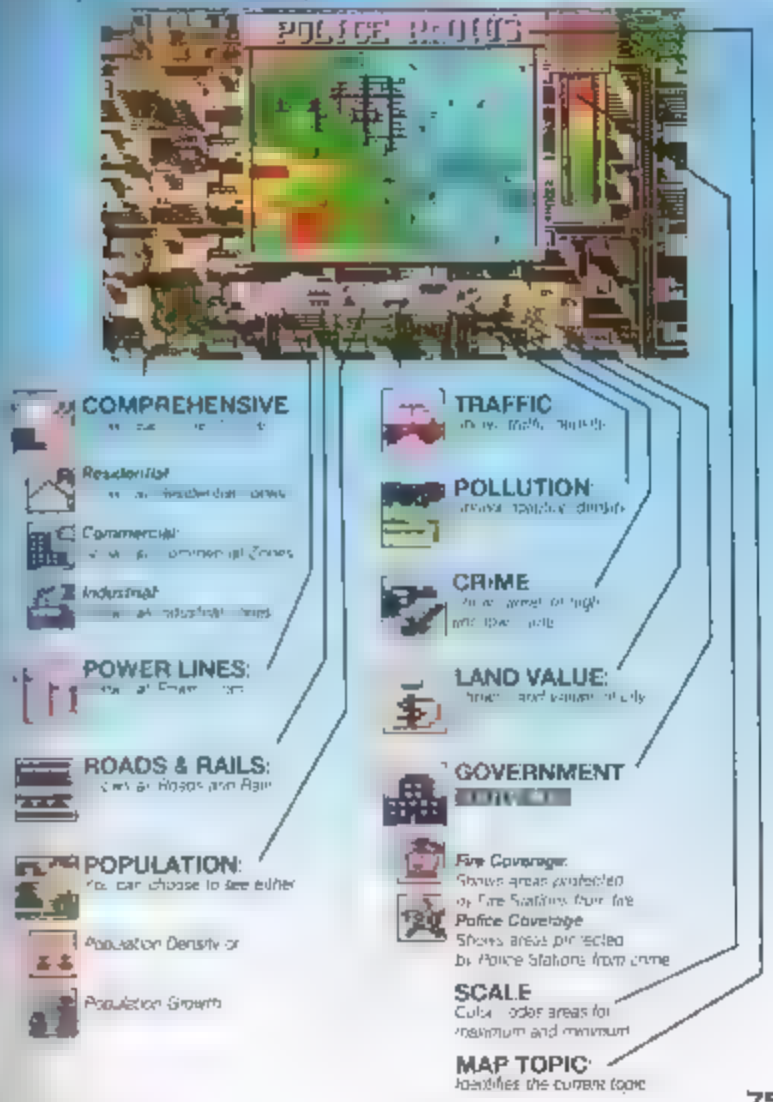
Unemployment—When there are more citizens than jobs there is unemployment. To reduce unemployment you must create jobs.

Village—A SimCity with a population between 0 and 2,000 citizens.

Voice—Public Opinion in SimCity is viewed in the Voice Screen in the Information Menu.



The Information Map of the entire city shows where Zones are located and where problems are occurring.



GAME SPEED MENU:

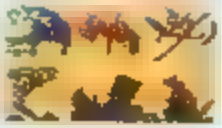
The four options are Fast, Medium, Slow and Pause

AUTOMATIC OPERATIONS MENU:

Bulldoze, Budget, Goto and Background Music can be activated automatically if you turn them on

DISASTER MENU:

Each of the six disasters can be activated by itself or with other disasters. Disasters cause fires and destruction of buildings and Zones



INFORMATION MENU:

Information about your city and the people who live in it is available in maps, graphs, polls and other forms

MAP SCREEN
View the city in new ways. Look for problem areas and areas that need growth

GRAPH SCREEN
See how the city changes over time.

TAX SCREEN
Set tax rates and control funding for government services.

VOICE
Public Opinion is tallied. Other information includes city population, migration, and game score.

TOTAL
An inventory of your city lists the total number of zones and other structures

HISTORY
The ten most recent important events of the city are shown.

BANK
Access to a $10,000 loan

VIEW
A model of the city.

SAVE/LOAD

Save your current game or Load an earlier game from memory.

Load: You can load cities quickly

Save: You can save two cities.

DR. WRIGHT:

The SimCity expert has sage advice for every occasion.

INSPECT:

The Inspect Lens lets you peer at a Zone to see its level of development.

GOTO

Go quickly to the site of a problem or disaster

SIDE BAR COMMAND ICONS

BULLDOZER $1

Knock down buildings, remove Zones, Roads, Rails, Power Lines and other structures to correct problems, or because you like knocking things down.

ROADS $10 ($20 OVER WATER)

Build Roads to give Zones needed access to other parts of the city. A Zone won't develop unless it has access to a Road or Rails.

RAILS $20 ($40 OVER WATER)

Avoid the problems of Roads—pollution and traffic congestion—by building a mass transit system with Rails.

POWER LINES $5 ($10 OVER WATER)

Connect Zones to a Power Plant using Power Lines. A Zone without power won't develop, and other structures like the Zoo need power to function.

PARKS $10

An area of parkland consists of either lawn or a tree and increases Land Values in surrounding areas. Parks also decrease pollution.

RESIDENTIAL ZONE $100

Most people live in Residential Zones. Development begins with single family houses and ends with huge luxury apartment towers.

STADIUM $3000

Build a Stadium when the public demands it. The Stadium will help Residential Areas develop, but it also increases traffic.

SEAPORT $5000

Build a Seaport to help boost development of your Industrial Zones. One Seaport is all you need, and it won't make any difference if it isn't built by the water.

COAL POWER PLANT $3000

Each Coal Power Plant provides enough electricity to keep 40 Zones running, but they create high levels of pollution.

COMMERCIAL ZONE $100

Business goes on in the Commercial Zone, but some people live here, too. Development begins with simple strip malls and ends with skyscrapers.

INDUSTRIAL ZONE $100

Products are manufactured in Industrial Zones. Not many people live here. Development begins with workshops and ends with factories.

POLICE STATION $500

A Police Station reduces crime rates in the nearby Zones. Yearly funding for each Police Station is $100, but you can pay less if you dare.

FIRE STATION $500

A Fire Station provides protection against fires in nearby Zones. The closer a Fire Station is to a fire, the faster the fire will be put out. Yearly funding is $100.

NUCLEAR POWER PLANT $5000

Each Nuclear Power Plant provides enough electricity for 120 Zones, but if they melt down a large area of the city is useless for many decades.

AIRPORT $10,000

Build an Airport to help Commercial Zones develop. The drawbacks are high pollution and the possibility of planes crashing on your city.

GIFTS $100

There are 15 Gifts that appear from time to time in the game. As the mayor, you can present these Gifts to the city. Many have benefits, but some have hidden costs.

ZONE GROWTH CHARTS

SimCities grow only if the individual Zones within them develop from low stages to high stages. Your goal should be to try to develop all of your Zones to high stages.

RESIDENTIAL

Residential Top

COMMERCIAL

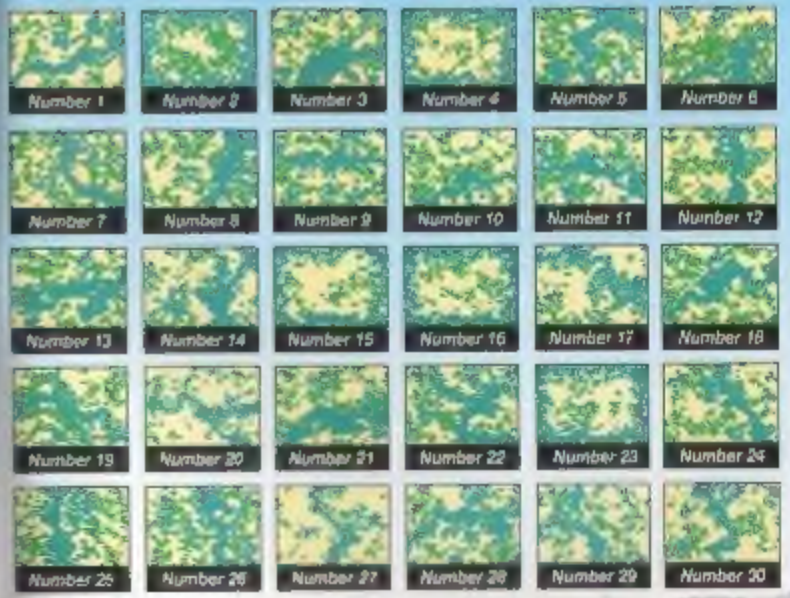
Commercial Top

Top levels of Zone development are reached when two Zones of the same type (either Residential or Commercial) are built next to each other and reach the highest stage of development. Note that the Low, Mid, Upper and High stages match what you see in Zones using the Magnify Lens.

INDUSTRIAL

LANDFORM MAPS

There are 1000 Landforms in SimCity from which you can choose. Below are pictures of the first 100 and 50 more of the most interesting Landforms. Each Landform has different amounts of forest, water and land. A Landform with lots of water provides more of a challenge for reaching high population goals. To see how much land and water a Landform has, choose the Landform and look at the Total Screen in the Information Menu.



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BIOGRAPHICAL INFORMATION

Dr. Wright entered the growing field of SimCity Design in the mid '80s after an unhappy career as a chemist creating new hair coloring formulas. About this time, a group of programmers were looking for scientists to research a phenomenal new game called SimCity. With advanced degrees in Urban Planning, Computer Aided Design and Nintendo Game Counseling, Dr. Wright was the clear choice to head up the experimental team. His insightful studies into the cause and effect of SimCities and their mayors have been recognized as the benchmark in the field. Among his many finds are theories explaining why new SimCity mayors can't stop playing the game and why the SimChicken crossed the road. Dr. Wright lives with his family in a town he designed and built from environmentally safe wicker.

PERSONAL FACTS:

I.Q.: 1000
Height: 5 Inches
Education: Mario State University BA, MA, Phd, DDS, NES, Honorary Professorship of Deep Thinking
Hobbies: F-Zero™ racing, skydiving with Pilotwings™, and Yoshi riding
Past Titles: National Traffic Coordinator, President of the Society for the Preservation of Antique Plumbing

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